FREE INTRODUCTORY KIT

What is TRINITY?

Trinity is a game — a game of the imagination. **Trinity** lets you become the hero (or the villain) of a story more epic and sweeping than any movie you've ever seen. It lets you become a character more complex and powerful than anything you've read in any book. Most importantly, it lets you do (or try to do) anything you can imagine.

Like all games, **Trinity** has rules. In fact, you're reading a sample of those rules right now. This pamphlet provides an introductory look at **Trinity**. It doesn't contain every aspect of the game, but it should give you a feel for the **Trinity** universe.

So if you've never played this kind of game before — a Storytelling game — you can get acquainted with it and see what you think. If you're an old gaming pro, then this booklet gives you a chance to be among the first people to get a glimpse of this incredible new universe, and the newly revised Storytelling System.

Trinity is a universe — a universe of spaceships and lasers, of psionic powers and living armor. It is a universe of alien allies and of enemies from within, of great nations lost forever; a universe where one can journey to the stars.

Trinity is a wealth of information about all the nooks and crannies that make up one of the most complete and engrossing settings in the history of science fiction. Not all of **Trinity**'s setting material is contained here, but it's enough to give you an idea of what is to come.

If you like what you see here, you can check out **Trinity**'s full setting, culture, conflict, rules and epic adventure in a single volume. **Trinity** is in bookstores, comic stores and hobby stores everywhere.

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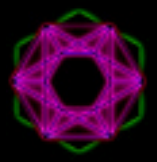


The sacrifice of the past and the hope of tomorrow.

Jeremy Hester, personal journal. 01.18.2120

What must it be like to be clairsentient, to see the future, and know the fate of mankind? Perhaps the answer lies in the words of Proxy Herzog himself – "In looking to our past, we see our future."

Much of our history was lost when an Aberrant destroyed the OpNet in 2061. A date that seems to have become the starting point for modern history, the day we started over from scratch.

And start over we did. We still haven't regained all of our precious history and data, but we've discovered unbelievable new things, the most wonderful being the psionic potential within humanity. Activated psions can create fire with a thought, read minds, and heal the body through force of will. Psi energy, it seems, has always been there, but just as it took a microscope to prove the existence of the atom, it took a psi active human to identify and harness psionic energy (something of a Catch-22, yeh?).

Originally, there was fear that psions – humanity's champions – would be mutant freaks like the monsters from our past, Aberrants. Mercifully, they're not. Psions represent the natural evolution of man, while Aberrants are just the opposite – hideous aberrations of mankind.

Of course, back in the 21st century, they still looked like us. They were our brothers, mothers, and children. The only difference was that a unique structure in their brains gave them...well, it gave them powers. If they wanted to fly, they flew. And if they wanted you to die, you died – just like that.

The power itself drove these beings insane; They turned on us, and people died. It took a thousand human lives to bring down one of those monsters, and in the end, it took the assurance of total mutual destruction to end the madness. China turned its nuclear arsenal on Earth. The Aberrants blinked first, and with a promise to return, they fled to the stars.

Humanity spent three generations recovering. Nations changed, and the balance of power shifted. China, the United African Nations and Brazil had the people and natural resources to become major powers. Humanity turned to space for resources that the Earth could no longer provide. Colonies grew throughout our solar system and beyond. And just as it seemed that we were pulling ourselves from the mire, the Aberrants kept their promise. They returned – mutated beyond recognition – and they were just as surprised as everyone else when the psions stepped forward to combat them. Out of nowhere, the psions came, with fire and lightning to protect us all.

Now it's 2120, and it's a damn exciting time to be alive. We survived 10 years of Aberrant skirmishes. We achieved contact with three alien races, overcame the loss of our psionic teleporters, and now enter the void in living jump ships. Not only have we overcome adversity, adversity brings us together. There has never been a time like this before.

What must it be like to be Otha Herzog? To see the future, and know the fate of mankind? Someday I may know. I undergo the Prometheus Effect tomorrow and begin my training as a psion. And while I may come to see into the future as Herzog does, I will never be more sure of the glorious destiny of man than I am right now.

Æon Trinity

Welcome, colleague —

If you are reading this, then you come here as a psion, prepared to give your life for humanity. Whether you will use your unique abilities to infiltrate databases, provide field medicine to the wounded, or to engage the enemy first hand, you are regarded with the highest respect and honor by both civilians and your fellow psions.

However, it will be some time before you see active duty. You must first complete the Trinity's training and initiation program. During this time, you will interact with people from other cultures, people with psionic powers and personal philosophies that differ from your own. It is not Æon's policy to judge any of the psi orders or their teachings. Still, it is imperative that all members of the Trinity be able to work — without prejudice — with other team members.

The following information gives you a basic introduction to the psionic orders, and to the Æon Trinity itself. You may well know a version of the following information, but it is most likely slanted toward your orders philosophical foundation. Learning the facts from an impartial point of view is one of the fundamental facets of Æon's success.

As far as anyone can tell, humanity has always been evolving toward psionics — the ability to affect or control nature with the power of the mind. Currently, a small portion of the human population is psi-active. The first (and by all accounts, the most powerful) psi-active humans were the six individuals who are known as the proxies. The proxies were the first to unlock humanity's psi potential. The process they discovered, known as the Prometheus Effect, is now used to trigger latents throughout settled space.

Each proxy has unique and distinctive psi powers, and each person activated by a specific proxy manifests the same type of power. The proxies established their own organizations of psi-active people, and these groups have come to be known as "orders."

The nature of each individual order is the result of each specific proxy's belief system and environment. Various orders contain elements of business, charity, spirituality, espionage, subterfuge, and the art of war. It is therefore not surprising that the six orders found it difficult to agree on, let alone achieve, a common goal.

That's where Æon came in.

The Æon Trinity has been in existence for over 200 years, and though aspects of its organizational structure have changed, it has always sought to achieve the same goal — to organize and better mankind. And while the Trinity has always achieved some level of success through the centuries, this seems to be the first time in history that the rest of the world is equally enthusiastic about the group's goal. Nothing, it seems, brings people together like a common foe, and never before has mankind faced an enemy like the Aberrants.

The orders have agreed to send their best and brightest members to Æon. Everyone agrees that we must unite, and that an impartial third party (or in this case, seventh party) would best manage the interests of humanity in this time of crisis. Æon humbly assumes this role.

A brief outline of each of the orders follows. Read it so that you may better understand your allies in the great duty we share.

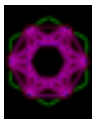
Hope, Sacrifice, Unity

Neville Archer

Director, Neptune Division

Æon Trinity

• **ISRA** (Interplanetary School for Research and Advancement) a.k.a. clairsentients or clears (Proxy: Otha Herzog): These psions are the eyes and ears of the orders. They see across space and time, and pilot our new jump ships that enable psion crews to travel across vast reaches of space. Clairsentients have no specific headquarters, but tend to gather on Luna, from which they survey the universe.



• **THE MINISTRY** (Ministry of Psionic Affairs) a.k.a. telepaths or tels (Proxy: Minister Rebecca Bue Li): These psions are mind readers. The Ministry is an official branch of the Chinese government, and its members are posted throughout Earth and settled space to "maintain the peace." The Ministry has two faces: the one that it shows us and the one that it keeps hidden, but that stares into our very souls.

◦ **THE LEGIONS** a.k.a. psychokinetics or PKs (Proxy: General Solveig Larssen): Aggressive, forceful, in-your-face psions, these people can start fires, freeze things solid and throw objects with only the power of their minds. They're front-line troops. Of all the orders, the Legions are the easiest to understand; what you see is what you get, and you get fire, ice and attitude. Legionnaires are the most independent of all psions.

• **ORGOTEK** a.k.a. electrokinetics or teks (Proxy: Alex Cassel): Orgotek psions are masters of the electromagnetic spectrum. Teks can also use their powers to control technology — and even living beings. Mechanics and biology are the electrokinetics' playthings, which is why they are also the masters of the psions' strange biotechnology — devices composed of living tissue that are used in the war against the returning Aberrants.

• **THE ÆSCULAPIANS** a.k.a. vitakinetics or docs (Proxy: Dr. Matthieu Zweidler, M.D.): Vitakinetics use their psi powers to better the human condition and to support the war against the Aberrants by healing both bodies and minds. They have pioneered advances in medicine and psychology. However, evidence suggests that the docs can use their powers for harm, to literally tear Aberrants apart from the inside out. Other evidence points to vitakinetics selling their skills on the black market.

• **THE NORÇA** (New National Force) a.k.a. biokinetics or shifters (Proxy: Giuseppe del Fuego): The Norça are dedicated to rooting out and destroying the Aberrants — often where no other psions can. The Norça control and change their own bodies, to become living weapons, to survive hostile environments and to assume the identities of others. Biokinetics are the ultimate spies and are absolutely ruthless — a combination that makes the other orders suspicious of Norça's motives.

Aberrants

— Holo-journal entry, lectures of Professor Solomon Pringle,
Æon Trinity, Neptune Division

I'm here to make you understand one thing, and one thing only: Aberrants are the single greatest menace known to humanity, even more so now in the 22nd century than ever before. Fact is, Aberrants are the greatest evil humanity has ever faced, and are most frightening because they were once us — human. It's horrifying to know that in all of our explorations of the universe, and our travels into deep space, the most dangerous thing we have encountered is ourselves.

While everyone must know the depth of evil that Aberrants represent, as a psion you need to be especially conscious of this. Sooner or later, you will come face to what passes for face with Earth's 50-year-old legacy: an Aberrant returned from exile in the unknown reaches of space, returned hell-bent to destroy you, me and the whole damned human race. And you have to stop it — or die trying.

I'm not pulling any punches here. I'll let your orders and proxies hold your hands and pat you on the head. I'm going to tell you exactly what you're up against, because if you're going to die, you might as well know why. That's more than could be said for the people on Research Outpost Vesta.

The Aberrants' first attack upon their return from exile was on Research Outpost Vesta. I lost two Trinity colleagues that day, including my wife. I hate the Aberrants with every fiber of my being. That's why the Trinity assigns me to these lectures, to make you understand the absolute evil of what you face.

What is Roleplaying?

You now have a feel for the setting, mood, and characters of the **Trinity** universe, all of which is important for **Trinity** the game — a game about telling stories. If you've played other roleplaying games, you should already be familiar with this gaming concept; if not, this section explains what it's all about.

How to Play Trinity

Trinity is not unlike such games as *How to Host a Murder*. Anywhere from two to six players may play. The players assume their characters' role — in **Trinity** 's case, people with psionic powers — and engage in a form of improvisational theater, saying what their characters say and describing what their characters do.

Whether you're a down-and-out drifter in the Asteroid Belt or an ex-Legion mercenary with a flair for adventure, this is your chance to create the most fantastic character you can imagine and make him a hero of stellar proportions.

As in other storytelling games, players in **Trinity** take their characters through adventures called (appropriately enough) "stories." Stories are told through a combination of the wishes of the players and the guidance of the Storyteller.

The Storyteller prepares an adventure for the players to enjoy, and also serves as referee. When there is any question as to the results of a given action a character performs, the Storyteller has the last word. You can use the prewritten adventure, starting on page 20, to experience this immediately.

Trinity 's rules are simple and intuitive. A player first designs a character. This is called the *Character Creation* process, and starts on page 6. It's relatively simple; it takes only a few minutes to figure out traits and ratings that designate your character's capabilities — how strong, fast and tough he is. Beyond these numbers, though, you provide your character's heart and soul. You decide how he thinks and how he acts in a crisis.

The remaining rules in **Trinity** simply cover how to resolve conflict. If you ever played "Cops and Robbers" when you were a kid, then you probably remember conflicts like "Bang! Got you!" "Did not!" "Did too!" The rules in **Trinity** guide the story, eliminating conflict over whether or not a character's actions are plausible — but the rules *do not* dictate or restrict the action.

Most roleplaying games are as simple as "You enter a room and there's a sleeping dragon on a mound of gold." "I kill the dragon and take his gold." "Okay, you now have one million gold coins." In **Trinity** , experiencing the story up to that point is just as important — if not moreso — than killing the dragon and taking her treasure. There's certainly adventure in **Trinity** , but the emphasis is on giving your games the same depth and sophistication as the best stories in any medium.

Winning and Losing

There are no winners or losers in **Trinity** . The idea is not to "beat" the other players. In a movie, the heroes don't try to defeat each other; they work together to overcome their common enemy. Nor is the goal to "beat" the Storyteller, since the Storyteller and players work together to create the best story possible. The Storyteller is your "movie's" director and supporting cast. He provides the challenges. In the end, the idea is to rise to the challenge, and strive to overcome cosmic forces with your powers, wits and courage.

Also, **Trinity** games have no official "end," merely breaks between game sessions. Each time the players gather, the story picks up again like another episode in a TV series, or another chapter in a novel.

Character Creation

Now that you have a feel for **Trinity** and for roleplaying, it's time to make your psion character. Character creation consists of two basic choices: choice of order, and ranking of Traits.

Creating a character is easy. It works best to start with a general character concept. (Was he a slummer from society's underbelly, an explorer on the frontier of space, a typical college student, a highly renowned scientist?) If you don't have a starting concept, you can create one as you go.

Before you look at the specific kinds of psions you can play, you'll want to note that there are a few things every psion shares in common. All psions have eight Health Levels and eight Psi Levels; these levels can increase or decrease depending on what happens in the game. They also have something called *Attunement*; this is the psions' connection to the psi energy that flows through all things. You can use this power to sense other psions nearby.

The first thing to do is pick your character's order; this provides a lot of details about the character's strengths, weaknesses and general outlook on life. The descriptions of the orders begin on page 8, and follow the same simple format: a short explanation of what your character can do, followed by that order's Specialty, Advantage, Weakness and list of Aptitudes. Each order is unique, so a Legion psion and an Orgotek psion won't share the same Advantages or psi powers.

Take a look at the descriptions. Do you want to be an inquisitive ISRA clairsentient; a blunt, pragmatic Legionnaire psychokinetic; a helpful Æsculapian doc; a mysterious Ministry telepath; an astute Orgotek tek; a grim Norça enforcer? Once you choose a psi order, write down the listed Specialty, Advantage, Weakness and Aptitudes. You'll see that these abilities refer to certain rolls you may make during a game. To learn what's involved with these rolls, simply read the explained systems starting on page 15.

Character Creation Quick Chart

. **Choose Order:** Write down your character's order and his Specialty, Advantage, Weakness and Aptitudes (see page 8).

. **Choose Traits:** You have a total of 12 points to spend on your character's Traits: Physical, Mental, Social and Willpower. The maximum score in any one Trait is 5 (see page 14).

. **Write down Health Levels and Psi Levels:** Beginning characters have eight Health Levels and eight Psi Levels.

. Give your character a name, and make up some details about his appearance, personality, mannerisms and other features that will help you with roleplaying.

A BATTLE RAGES ACROSS THE STARS
MEET HUMANITY'S WEAPON

STRIKE TEAM PSION

FROM THE CREATORS OF *JAKE DANGER: ABERRANT HUNTER*

A NEW ANIMATED HOLOSIM SERIES
COMING THIS FALL
CHECK LOCAL LISTINGS

Trinity Quick Start Character Sheet

Traits

PHYSICAL	❍❍❍❍❍
MENTAL	❍❍❍❍❍
SOCIAL	❍❍❍❍❍
WILLPOWER	❍❍❍❍❍

Health

Light		☐
Light		☐
Medium	-1	☐
Medium	-1	☐
Serious	-2	☐
Serious	-2	☐
Critical		☐
Dead		☐

Aptitudes

Basic: _____

_____

Intermediary: _____

_____

Advanced: _____

_____

Equipment

_____

_____

_____

_____

_____

_____

_____

_____

Player Name: _____

Character Name: _____

Psi Order: _____

Specialty: _____

Advantage: _____

Weakness: _____

Psi

❑ ❑ ❑ ❑ ❑ ❑ ❑ ❑

TRINITY™
HOPE ▲ SACRIFICE ▲ UNITY

ISRAns

a.k.a. clairsentients, seers, clears or eyes

As a clairsentient, you perceive the universe with unimaginable senses. You can see through walls and into the deepest reaches of space. Your comprehension of the physical world is unparalleled.

You are a scout and detective. You pilot orbital craft and incredible new jump ships. You scan the stars for signs of hostile incursions of all types, from Aberrants to aliens to human forces. You investigate disaster sites, crimes and mysteries, uncovering information with your powers of perception.

· **Specialty:** Spatial awareness. Since their senses are so clear and pervasive, clairsentients aren't hindered by darkness or bright lights. (So any difficulties imposed on vision are ignored).

· **Advantage:** Insight. Since clairsentients sense beyond the normal boundaries of physical reality, they often gain insight into the future. At the beginning of the game session, the player makes a Willpower roll. The successes rolled are the number of times during the game that the character may predict the next few minutes into the future. For each prediction attempt, the player makes a Willpower roll; if successful, the Storyteller must tell the player the most likely course of events for the next few moments into the future.

· **Weakness:** Visions. Seers perceive things we cannot imagine, even into other places and times; this awareness can be distracting. The Willpower roll made at the beginning of the game for Insight is the number that is applied to Visions. The Storyteller can ask the player to make a Visions roll at any time during the game; if the player fails the roll, his character is distracted for one turn by a sudden vision. This vision may be something that happened in the past, future, or is currently taking place. It may be closely related to the character or be oriented on some distant individual. Whatever the case, the vision takes over the clairsentient's senses, completely distracting him from his present surroundings.

Basic Aptitude

Psionic Echo: The clairsentient can touch an object or person and sense who or what has come in contact with it in the recent past. An abandoned biogun might register that it was handled by a missing psion; a murder suspect might register that he was recently in contact with the murder victim.

System: Spend one Psi Level and roll Willpower. Your character must have strong contact with the subject; a brief touch or trying it from the distance of a meter immediately adds a +1 difficulty. (The difficulty increases dramatically as the subject gets further away).

The greater the number of successes, the more detail your character gets from the contact. Thus, an abandoned biogun might register that it was handled recently by a missing psion, and that she was badly hurt (three successes) and unconscious (five successes) at the time.

Intermediate Aptitude

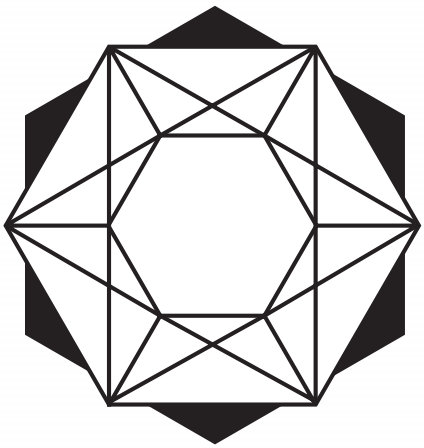
Psi Cloak: Much of a clairsentient's sensing prowess comes from tapping into the "psi energy" that flows through all things, and sensing the relationship of other beings and objects to that subquantum layer of reality. With this power, the psion can cloak his own presence in this "psionic stream." Psi Cloak does not render the user actually invisible; instead, it enables the clairsentient to shield himself from forms of psionic detection like Attunement and Mindscan.

System: Spend two Psi Levels and roll Willpower. Each success on your Willpower roll equals the difficulty applied to anyone trying to detect your character psionically. (So if you roll three successes, a character attempting Attunement or Mindscan on your character does so at an automatic +3 difficulty.)

Advanced Aptitude

Sensory Projection: The clairsentient is able to extend his awareness beyond normal human limits so that he can sense things at extreme ranges. Thus, he can taste, touch, smell, hear, even look into any nook or cranny without physically being there. Sensory Projection can also be used to investigate areas filled with poisons or noxious gases without suffering their effects. This power extends beyond physical barriers such as walls and bulkheads.

System: Spend three Psi Levels and roll Willpower. Your character's senses penetrate anywhere up to 10 times his Willpower score in meters away from his current location plus one for each success rolled (so 3 Willpower with two successes rolled covers 50 meters), and lasts for the remainder of the scene. This is not a full 360° sensing; your character's senses focus in the direction he's facing.



The Legions

a.k.a. psychokinetics, Pks, Legionnaires or war dogs

Psychokinesis involves mind over matter. You create fire, generate ice and even fly. Your abilities manipulate the subtle potential and raw power inherent in objects and even the air around you.

You defend innocents against Aberrant threats. You patrol cities, colonies and space searching for any and all dangers to society. You act as police and as militia, enforcing the peace and subduing menaces.

You are the front-line troops, the ones who guard terrestrial and stellar borders against threats of any kind.

· **Specialty:** Combat savvy. By being the ultimate warriors, psychokinetics may add +1 die to any one action taken per turn.

· **Advantage:** Thermal screen. Due to the psychokinetics' command over heat and cold, they are protected from the full effects of temperature extremes. A Legionnaire gains an automatic 2 soak against heat and cold effects.

· **Weakness:** Physical response. The Legions tend to act first and think later. As such, they look for physical solutions to most problems (whether it's attacking an opponent over talking to him, or blasting through a door instead of trying to unlock it). When faced with a situation where subtler tactics are desirable, the player must roll Mental. If successful, his character realizes the wisdom of subtlety; if he fails the roll, his character rushes forward.

Basic Aptitude

Ignition: The psion excites the molecules of combustible objects, bursting them into flame. The materials must be readily flammable — although the psion can set someone's shirt on fire, he can't ignite her tongue.

System: Spend one Psi Level and roll Willpower to cause a flammable target to burst aflame. Each success rolled is a Health Level anyone touching the object loses (after any armor soak, of course). This fire burns itself out almost instantly due to the intensity of the blaze. Your character can set off a target from up to five meters away.

Intermediate Aptitude

Remote Manipulation: At this level, the psychokinetic has enough control to effectively use TK as if it were a second pair of hands. Even at a distance, he may use this power to perform actions that require physical touch (such as picking a pocket or firing a weapon in someone's holster).

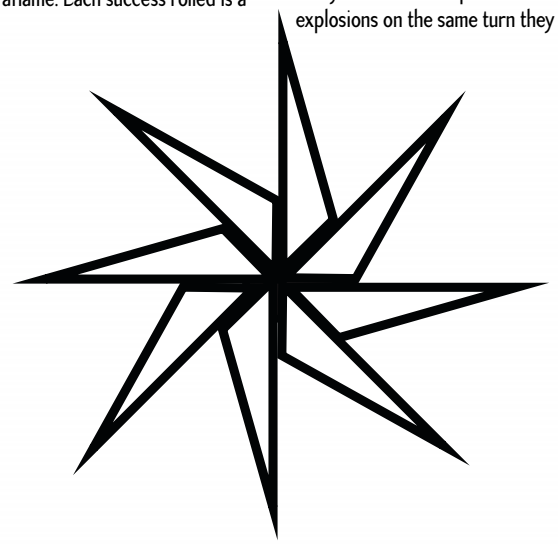
System: Spend two Psi Levels. Your character may substitute her Willpower score for her Physical to perform tasks at a range. This lasts for the remainder of the scene once active, and can affect a target up to your character's Willpower score times 10 in meters distant. (So if your character has Willpower 3, he can affect a target up to 30 meters away).

Advanced Aptitude

Cryoflash: With this effect, the psychokinetic can extinguish open fires with a glance. He halts the fire's molecular motion psionically, stopping even a red-hot ember's heat. A skilled psion can completely snuff a bonfire in an instant, to the point where not even warm ash remains.

System: Spend three Psi Levels and roll Willpower. The number of successes equals the size of the fire extinguished. The specific dimensions are up to the Storyteller, but as a general rule, a large bonfire is extinguished with one success, while a house fire might take three or more successes. Your character can make multiple attempts to douse a larger fire.

Cryoflash is a reactive effect. Your character cannot use it to quell an explosion before it goes off; even trying to "bleed off" the tremendous heat as it goes up would be very tricky. (The Storyteller should impose a +2 difficulty on attempts to douse explosions on the same turn they erupt.)



Æsculapians

a.k.a. vitakinetics, docs or rexs

As a vitakinetic, you heal body and mind. You mend and even regenerate damaged tissue, or soothe psychological trauma, all by focusing your will on the subject. While your powers could be used to harm instead of heal, such actions run entirely contrary to what we ask of you.

Your aptitude sees primary use in fieldwork. You engage in research and containment missions of subjects with genetic anomalies. You assist in the eradication of Aberrants themselves. You enter into front-line combat and tend to your team-members' wounds with both your training and psi powers.

· **Specialty:** Medical skill. Your character gains +1 die to medicine. This includes anything involving medical skills, from using his psi powers to basic first aid.

· **Advantage:** Diagnosis. Due to their attunement to the subquantum flow, vitakinetics can analyze a subject's exact state of health. Simply roll Willpower; success lets you know the subject's current Health status, with more successes giving you specifics (you can see if somebody's been poisoned, has a disease, has internal bleeding) and the best way to treat the condition.

· **Weakness:** Physician's Oath. Vitakinetics follow a strict code; they're healers, not killers. While they'll defend themselves and others, a doc will try to incapacitate or distract a foe rather than kill him.

Basic Aptitude

Mending: Using this effect, the psion can mend physical damage. Mending is useful in a number of ways: healing bumps and scrapes, stabilizing critically wounded patients in the field, halting dangerous bleeding and the like.

System: Spend one Psi Level and roll Willpower. Each success rolled equals one Health Level the target heals immediately.

Intermediate Aptitude

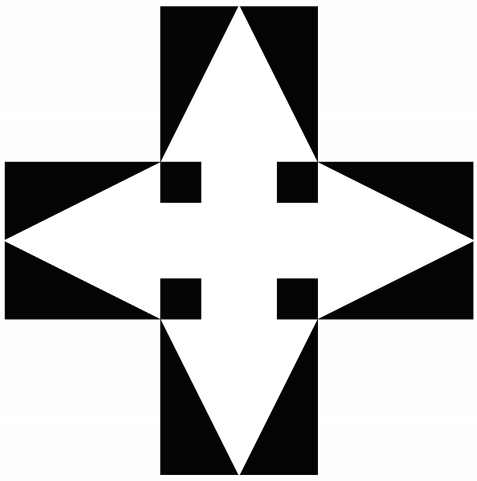
Passive Voice: A psion doesn't actually perform any healing with Passive Voice. Instead, this power simply calms emotional extremes, making it useful for dealing with murderous rages, psychotic episodes, paralyzing fear and the like. Someone under Passive Voice is forced into a state of reasonable calm, even if he still wants to be angry. This power does not make the target more susceptible to suggestion or in any way more pliable, but it does calm him, making him less prone to violent action.

System: Spend one Psi Level and roll Willpower. Each success you roll translates into a minute during which the subject is calmed.

Advanced Aptitude

Contusion: The vitakinetic channels his psionic energy to cause minor physical trauma in a target. This damage manifests as a bloody nose, a bruised muscle or other physical effect.

System: Spend three Psi Levels and roll Willpower. The base Health Levels inflicted on the target equals your character's Willpower score plus any successes rolled. Contusion may be soaked like any other damage, although the power bypasses armor. This power may be used up to three times your character's Willpower rating in meters distant.



The Ministry

a.k.a. telepaths, Ministry agents or tels

Your have the power to read others' thoughts. They cannot hide their deepest fantasies and darkest fears from your psionic probes. You discover the truths thought behind the spoken lies. You know the unknowable.

You act as an investigator, separating the guilty from the innocent. You are ever vigilant for those who would act against humanity. You learn the enemies' plans and thwart them before they are even carried out.

· **Specialty:** Rapport. With telepathic skill comes an innate understanding of human nature. A Ministry psion gets +1 die to any rolls involving social interaction, whether interrogating a suspect or socializing with a business partner.

· **Advantage:** Mindscan. Telepaths can tune into the psionic resonance living minds give off. On a successful Willpower roll, the character can sense the presence of beings within 100 meters (with at least three successes, he can identify the mental wave pattern of a mind with which he's familiar). Once such individuals are located, the psion may use his other powers to affect them, even though they may not be in a direct line of sight.

· **Weakness:** Telepathic noise. It can be difficult to tune out the multitude of thoughts that project themselves routinely. Whenever the psion is near more than a dozen people, the player must roll Psi. If successful, the character can block out the telepathic background noise the crowd generates. If the player fails the roll, his character is distracted by stray thoughts; this means the player makes all rolls at +1 difficulty for the rest of the scene.

Basic Aptitude

Mindspeak: This effect allows the psion to converse with a subject via thought. Each individual needs merely to think at one another with about the same concentration used to speak verbally. Unlike verbal communication, however, Mindspeak transcends language differences, distance and physical barriers. This level of intimacy disturbs many people, including psions, so it is customary for telepaths to ask for permission before making this link.

System: Spend one Psi Level to initiate Mindspeak between your character and another individual. If the subject actively resists this attempt, you each roll Willpower in a contested action. If you get more successes, the link works (but don't expect to have a terribly productive conversation). Still, actively thinking to disrupt Mindspeak requires the subject's full attention, putting him at +1 difficulty to all his actions as he maintains his "mental screen." Once initiated, Mindspeak lasts for the entire scene.

Intermediate Aptitude

Exacerbate: The telepath, having identified a subject's emotions, can play them up with subtle psionic encouragement. With just a bit of guidance, displeasure becomes antagonism, interest becomes drive, and lust becomes turgid, unbridled passion. Use with caution. Even though a psion can increase the target's emotions, he cannot control them.

System: Spend two Psi Levels and roll Willpower; the number of successes indicate the emotional change's degree of intensity. This is largely a matter of roleplaying, although the Storyteller may choose to assign bonuses or penalties to those who are whipped up into an emotional frenzy. This power, once activated, lasts for the duration of the scene.

For extreme changes, the Storyteller may wish to allow the target a Willpower roll to momentarily bridle his passions. While your character's emotional tampering isn't obvious, a particularly clever or knowledgeable individual might be able to ferret out the reasons behind someone's sudden emotional change.

Advanced Aptitude

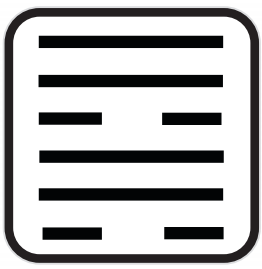
Mindwarp: This manifestation covers the submission of the subject's will to the psion's. With successful use of this power, the telepath transmits a mental command to his subject that she is helpless to disobey.

System: Spend three Psi Levels and roll Willpower. The number of successes rolled is the degree of control exerted over your character's target. While your character must decide his intended command prior to the roll, if he succeeds but doesn't score quite enough successes, he may alter the command for the appropriate level.

With one success, your character can make the subject perform simple commands (sneeze, hail a hovercab, shout a single word).

With two successes, your character can make the victim perform more noteworthy commands (buy lunch for strangers, leave the room, hand over his wallet).

With three successes, your character can make the subject perform highly complex actions or actions contrary to his normal desires (change religions, stop defending himself in a fight, sign away his life savings).



Orgotek

a.k.a. electrokinetics, EKs, teks or zappers

The electromagnetic spectrum is your plaything. You manipulate the flow of electricity in the human body, in bioware and in hardtech devices. You tune into broadcast transmissions and generate deadly lasers merely by concentrating.

You are a technical expert. You penetrate even the most heavily guarded computer systems to gather information. You take control of opponents' weapons to give your teammates the edge in a firefight. You repair and manipulate equipment of any kind, human or alien, hard- or biotech.

· **Specialty:** Bioware proficiency. Electrokinetics are skilled with biotechnology. They gain +1 die with rolls involving bioware, from identifying it to repairing it to using it.

· **Advantage:** Electrical burst. An electrokinetic can create a taser-like electrical arc. The player rolls a damage effect against a desired target equal to his character's Willpower; the subject soaks the attack normally.

· **Weakness:** Antisocial. Electrokinetics are generally more comfortable dealing with machines and bioware than with other people. Due to this, Orgotek characters suffer a +1 difficulty to all social interaction rolls.

Basic Aptitude

Spectrum Sight: This power enables the electrokinetic to sense electromagnetic energy waves from infra-red through the high end of the spectrum. While it doesn't allow your character to manipulate these wavelengths, it does allow for accurate detection of heat traces, hologram projection sources and possibly even harmful gamma radiation. Tuning to certain ranges (infra-red or ultraviolet most notably) can help the psion see in adverse conditions.

System: Spend one Psi Level and roll Willpower. Since the air is flooded with electromagnetic waves of varying intensities, simply "looking" at the spectrum as a whole reveals a jumbled mess. Your character must "tune" to a particular wavelength to detect activity there — whether infra-red, X-ray, cosmic or some other type.

A standard success reveals any wavelengths within the scanned range; each extra success gives an increasing level of detail (specific frequency, intensity, point of origin, etc.). You may scan different wavelengths; roll Willpower to sense a new wavelength category (choosing from infra-red, visible light, ultraviolet, X-ray, gamma and cosmic waves).

Spectrum Sight lasts for the scene, but requires your character's attention while it is active (+1 difficulty to other actions while sensing). The power may be dropped at any time.

Intermediate Aptitude

Interface: Using this function, the psion may interface with a security system, hovercar, computer, or even a vending machine — in short, any device equipped with an electronic operating system. The electrokinetic connects psionically with the equipment, inputting commands with the power of his mind.

System: Spend two Psi Levels and roll Willpower. Your character must actually touch the device in question (an on/off switch, power cord or even a carrying handle is all that's necessary). The number of successes determines the degree of control your character has over the device.

With one success, your character can only make simple commands (on, off, open, close). This is more than enough to override a security-locked door, but severely limits searching through a mini-comp file directory.

With two successes, your character can transmit more complex commands. Reprogramming isn't possible, but bypassing or otherwise tricking a system may be attempted.

With three successes, an electronic device's programming may be changed. (The change is limited to the system's capabilities). As long as the device is functioning, your character may reprogram it appropriately — setting a weapon to self-destruct, changing a satellite's orbit or even reprogramming an entire operating system.

You can use Interface for a number of turns equal to your character's Willpower.

Advanced Aptitude

Disruption: This power causes a living target's existing bioelectric energy to fire at random, temporarily shorting out voluntary muscular control. (The involuntary systems like heartbeat and breathing remain unaffected.) While usually not strong enough to kill, the effect still hurts like hell.

System: Spend three Psi Levels and roll Willpower. The base damage effect inflicted on the target equals your character's Willpower score plus any successes rolled. Disruption may be soaked as normal, although the effect bypasses armor.

This power may be used up to five times your character's Psi rating in meters distant.

Norça

a.k.a. biokinetics or shifters

As a biokinetic, you possess control of your physical form. You can change the shape of your face, grow additional limbs, create patterns on your skin and even mend your wounds.

You are a spy and an infiltrator. You venture to hostile territories and adapt your body to survive in adverse conditions, be it a frigid tundra or war-torn Europe. You are the ultimate everyman, a spy beyond compare, out to discover the plots and schemes of your enemies.

· **Specialty:** Disguise. Biokinetics are ultimate the masters of subterfuge. A Norça character gains +1 die to all disguise rolls, whether impersonating a particular person or just trying to appear as someone other than himself.

· **Advantage:** Shapescan. A biokinetic uses his powers to alter his basic "genetic template." He can also sense when someone else has done this. On a successful Willpower roll, the character can sense if anyone within 100 meters has modified themselves biokinetically.

· **Weakness:** Mimicry. Because of the versatility of taking on new forms, the Norça rely heavily upon it. Therefore, whenever a Norça interacts with someone else, the biokinetic must try to resist mimicking the other person's speech, mannerisms or personal characteristics. The player rolls Mental; if successful, the urge is controlled; if unsuccessful, the Norça can't help but mimic the other person. This can be amusing, uncomfortable or offensive, depending on the subject and the circumstances.

Basic Aptitude

Metabolic Efficiency: Essentially a poison neutralizer, this power allows the psion to ignore the effects of poison or toxins. His body processes these foreign influences and removes them, with astounding efficiency, from the bloodstream. This means it is difficult to enjoy the effects of drugs (whether beneficent or otherwise) and alcohol; his body simply eliminates them as they are introduced.

System: Spend one Psi Level to render your character immune to the effects of drugs, poisons and alcohol for the remainder of the scene. No roll is necessary, as the psion's body automatically purges the foreign substances.

Intermediate Aptitude

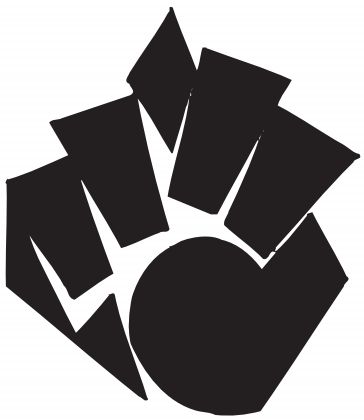
Biosynch: This power enables the psion to modify his biology in order to exist comfortably in a variety of extreme environments. The psion can survive extreme pressures, gravity and temperatures, and even breathe toxic atmospheres for short periods of time.

System: Spend one Psi Level and roll Willpower. Your character's biology changes reflexively, allowing him to endure an extreme biosphere shift for a number of hours equal to his Willpower score plus one hour for each success rolled. Once this duration expires, another point expenditure and roll is needed.

Advanced Aptitude

Body Sculpt: The psion can manipulate his body with this power. Considerable cosmetic modifications may be made by "molding" the skin to whatever shape the psion wishes, and the skin itself may assume a completely different color and pattern. Additional organs and limbs may be formed. A biokinetic might give himself a set of functional wings or a tortoise-like shell of armor. He may add a prehensile tail or a sword-like spur of extended bone. Essentially, any modification that is not normal for human physiology may be created under the auspices of this power.

System: Spend three Psi Levels and roll Willpower; wise Storytellers will assess greater point costs and difficulty modifiers for truly monumental changes. The changes last until your character wishes to resume his normal shape; however, he may use this power only on himself. Body Sculpt requires a great deal of creativity on the part of player and Storyteller alike. It is ultimately a catch-all category for any diverse and bizarre biological changes you wish your character to make.



Traits

A psion's power and skill are measured by his Traits. All sentient beings possess these abilities to some extent. The four Traits are:

· **Physical:** This Trait measures a psion's physical prowess — his raw strength, agility and stamina. *Use Physical to resolve all tasks involving physical force, fighting, lifting and running.*

· **Mental:** This Trait measures a psion's intelligence, reasoning capacity, wits and cunning. *Use Mental to resolve all tasks concerned with trying to notice something or to puzzle out a clue, or for reasoning and thinking quickly.*

· **Social:** This Trait measures a psion's charm, attractiveness and presence. *Use Social to resolve all tasks concerned with coercion, seduction, convincing or conning someone into doing something.*

· **Willpower:** This Trait measures a psion's inner strength (discipline, self-control) and psionic power (psionic skill). *Use Willpower to resolve all tasks concerned with resisting intimidation, or for using psionic Aptitudes.*

Traits are rated from 1 to 5; a rating of 1 indicates a low level of ability, while a rating of 5 indicates peak human ability (an Olympic athlete, a genius, a great statesman, or a near-Buddha). It is possible to have a zero in a Trait, reflecting a crippled or decrepit character.

Most humans possess ratings of 1 or 2 in their Traits. Beginning psion characters are considered the cream of the crop.

Trait Ratings

0	Abysmal
1	Mediocre
2	Average
3	Really good
4	Exceptional
5	Human perfection

You get 12 points to assign to these four Traits. So a player creating a stereotypical Legionnaire soldier might spend his points like so: Physical 4, Mental 3, Social 2, and Willpower 3. This creates a highly trained physical athlete, quick-witted but not much of a people person, strong-willed and skilled with his psionic powers. In contrast, an Orgotek computer tech might be: Physical 2, Mental 5, Social 3 and Willpower 2. She isn't much for physical confrontation, but she's an absolute wizard with technology. She does well at parties, but has only average control of her psi Aptitudes.

Health and Psi

Psions are also measured via two other criteria: Health Levels and Psi Levels.

Health Levels

Psions have eight Health Levels, representing various stages of injury. These are: Light, Light, Medium, Medium, Serious, Serious, Critical and Dead. As your character accumulates wounds, check off the Health Levels on your character sheet.

Pain and Death

A character begins to show weakness after suffering damage, due to the pain he's suffering. To reflect this, the player loses dice from his rolls as his character sustains more damage. When a psion falls to the first Medium Health Level, his player loses one die on all rolls. When the psion falls to the first Serious Health Level, the player loses two dice on all rolls.

When a psion falls to the Critical Health Level, he's unconscious. He remains comatose until he receives medical attention. If the psion takes any additional damage, and his Health Level sinks to Dead, he dies immediately.

Healing

Injuries heal at a rate determined by the severity of damage sustained. Each lost Light Health Level heals overnight. Each lost Medium Health Level heals over two days' time, assuming full rest. Each lost Serious Health Level heals over a week's time, assuming medical care. The Critical Health Level heals over a month's time, also assuming medical care. Healing times are cumulative. Thus, a psion who has lost both Light Health Levels and a Medium Level recovers in four days (one each for the two Light levels and two more for the Medium Level).

The Mending Aptitude can heal physical damage almost immediately. See the Æsculapian Order description for details.

Psi Levels

All living things resonate with psi energy. Psionic particles exist on a level below even protons and quarks. This energy, known as subquantum energy, is the source of psions' incredible abilities. Psions are the special few who can manipulate psi energy, guiding it with a force of will to perform amazing feats.

Using Psi Levels

Your character's Willpower indicates the degree of control he has over his psionic Aptitudes; a higher Willpower means a greater degree of control. A psion also has eight Psi Levels. This is the "pool" of subquantum energy from which your character can draw power. Your psion uses Psi Levels to trigger

psionic abilities, as noted below:

· Each use of a Basic Aptitude costs one Psi Level.

· Each use of an Intermediate Aptitude costs two Psi Levels.

· Each use of an Advanced Aptitude costs three Psi Levels.

Gaining Psi Levels

Each time a character uses a point of Psi, he exhausts that bit of stored psionic energy. The psion must connect to the subquantum flow to restore lost Psi Levels. Your character recovers a Psi Level (up to a maximum of eight) for every 30 minutes he rests; he may walk and talk, but cannot engage in strenuous activity.

Attunement

This basic psion ability signifies your character's connection to the subquantum energy flow. He can use this to detect strong sources of psionic energy within 100 meters — such as another psion. To use Attunement, simply roll Willpower. If you succeed, your character senses any psions nearby.

Rules

Most of the action in **Trinity** is determined by the players and Storyteller, but we provide a few rules to help arbitrate complex situations.

This system uses 10-sided dice, which you can find in most hobby stores and some book stores. If you can't find 10-sided dice, there's a conversion chart included below for using 6-sided dice.

When a player has his character undertake an action for which the outcome is in doubt (shooting a laser at a distant foe, trying to fast-talk customs officials), the Storyteller looks at the character's Traits and decides which Trait (Physical, Mental, Social or Willpower) is most relevant. The player gathers a number of dice equal to his character's Trait and rolls the dice against a Target Number of 7. As long as at least one of the dice rolled comes up a 7 or higher, the action succeeds. If not, the action fails.

Automatic Tasks vs. Dice Rolls

Most tasks are automatic. If Peter says, "My character Clive gets dressed," Peter doesn't need to make a roll for Clive to do this. It happens automatically. Likewise, for the purposes of drama, routine tasks such as driving down the street or climbing a ladder can be assumed to succeed, even though there is always a chance of having a wreck or falling off the ladder. Rolls need to be made only for those events that are particularly dramatic and that have a good chance of failing.

Sometimes a routine event can become dramatic and tense if performed in haste or under duress. For example, if a character is driving down a road at 100 mph, against the flow of traffic, and is being chased by the local authorities, Physical dice rolls to avoid wrecking the car are called for!

Successes

Each die roll that equals or exceeds the Target Number of 7 is called a "success." Most of the time, a single success allows a psion to succeed in his attempted task. Getting more successes indicates a higher level of performance. For example, let's say that a Legionnaire (with a Social Trait of 3) is trying to requisition a new weapon. One success indicates that he gets the new carbine, but three successes would be enough for him to trade in his battered armor vest as well.

Difficulties

Most actions require one success to work. Some tasks, however, are more challenging. The Storyteller can apply a difficulty to actions that he feels are harder to resolve than a standard dice action. Difficulties are handled as a number of additional successes you must roll. As long as you get the number of successes

What If I Don't Have Any 10-sided Dice?

If you don't have any 10-sided dice handy and want to get started on trying out a game of **Trinity** right away, there's a simple method for converting **Trinity**'s standard system from 10-sided dice to 6-sided dice. You can find 6-sided dice in board games like *Monopoly* and *Yahtzee*.

The only thing that changes in converting the "d10" Storyteller system to "d6" is the Target Number you roll. When using 6-sided dice, the Target Number is a 5. The player gathers a number of dice equal to his character's Trait and rolls them, as noted above. As long as one of the dice rolled comes up a 5 or 6, the action succeeds.

required, your character accomplishes the action.

Successes	Quality
1	Standard (walking atop a meter-wide wall)
2	Tough (seducing a stranger)
3	Challenging (shooting a target at long range)
4+	Difficult (escaping from handcuffs)

Example of Play

Peter's character, Clive the Legionnaire, is called to the office of Alison Watts, his superior in the Æon Trinity. (Watts is played by the Storyteller.) Watts questions Clive about his whereabouts last Wednesday night (the night someone downloaded sensitive computer files from the Trinity database). Peter, speaking as Clive, vehemently denies any knowledge of the deed. ("I was on patrol in the lower levels of the arcology!") The Storyteller has Peter make a Social roll to convince Watts. Clive has a Social score of 2; the Storyteller doesn't apply any difficulty, so Peter only needs one success. Peter rolls two dice and scores 1 and 8 — one success. Watts accepts Clive's alibi for the time being, but cautions that she will continue investigating the matter, should Clive happen to recall anything more about that night.

If, in the Storyteller's opinion, Watts had particularly damning evidence against Clive, or disliked him, the Storyteller might have applied a difficulty to Peter's roll, asking for two or even three successes to convince Watts of Clive's innocence.

Contests

Sometimes a character comes in direct conflict with another person or psion, as opposed to attempting an isolated action. Competing with someone to accomplish an action is known as a contest. To resolve a contest, the player rolls against the Target Number as normal, but the opponent also gets to roll his own Trait against the Target Number. The contestant who scores the most successes wins. Ties re-roll.

Example #1: Alison Watts (Social 4) and Pat Calsto (also Social 4) strive to seduce the same attractive model. The model prefers Watts and Calsto about equally, so both psions must roll. Watts rolls four dice and scores 1, 3, 7 and 9 — two successes. Calsto also rolls four dice and scores 2, 7, 7 and 0 — three successes. The model strolls away with the smirking Calsto, and Watts must seek companionship elsewhere this night.

Example #2: Alison Watts (Social 4) orders a recalcitrant slummer (Willpower 2) out of her way. Watts rolls four dice and scores 1, 3, 7 and 9 — two successes. The vagrant rolls two dice and scores 3 and 8 — one success. Watts wins. The slummer grudgingly lets the Legionnaire pass.

Example #3: Clive the Legionnaire (Physical 4) is arm wrestling a young Chinese soldier (also Physical 4). The Storyteller decides that the first one to score three successes wins. On Turn #1, Clive rolls two successes, and his opponent rolls one. Clive forces the soldier's arm down ever so slightly. On Turn #2, the soldier scores one success, and Clive scores none. The opponents are tied and their arms are upright again. This battle seesaws back and forth until one of the combatants is the first to arrive at three successes. If they both roll three consecutive successes, the contest continues until one participant simply gets *more* successes than the other.

Drama

The world of **Trinity** is a cauldron of adventure and danger. The following section presents some common quandaries psions face, as well as rules to resolve them.

Time

Time, in **Trinity** , is fluid. It is measured in terms of turns, scenes and stories.

· **Turn:** A turn usually lasts about three seconds. It is used when adjudicating dramatic situations involving split-second decisions and actions, such as combat. Each character can take one action in one turn.

· **Scene:** A scene is a sequence of events that occurs in roughly the same time and place. A brutal back-alley brawl and a soiree at the duke's mansion both constitute a scene, even though the party lasts longer than the fight.

· **Story:** A story is a sequence of scenes in which the characters take part. It has a plot, a climax and a resolution.

Example: In the movie *Star Wars*, each swing of Obi-wan's/Darth Vader's lightsabers takes a turn. The scene in the Death Star garbage compactor takes, appropriately enough, a scene. The entire movie is a story.

Initiative

Sometimes it's important to know who acts first. A psion who gets the jump on his opponent is said to have the initiative.

To determine initiative, compare Traits in this order:

Highest Physical

Highest Mental

Ties: Roll one die; the highest roll wins. Keep rolling until the tie is resolved.

Example: Clive the Legionnaire attacks a Norça assassin. The Storyteller compares Clive's and the Norça's Physical Traits. Both have Physical Traits of 4. By comparing Mental Traits, the Storyteller sees that Clive has a Mental Trait of 3, while the Norça assassin has a Mental Trait of 1. Clive attacks first. If the Norça had a Mental Trait of 3, the Storyteller and Clive's player would have simply rolled a die, with the highest roll acting first.

Combat

Psions perform many deeds, including investigation, patrols and research. Since psions serve as humanity's front line of defense against hostile attacks, they are bound to encounter combat regularly.

Combat is conducted in three-second turns. It uses the task system already established; initiative is determined normally, and most combat actions are considered Physical tasks. There are two basic types of combat: hand-to-hand and ranged.

Hand-to-Hand Combat

Hand-to-hand combat is conducted with fists or melee weapons. Initiative is determined normally. Attacks are resolved in order of Initiative. A combatant may choose to strike, grab or dodge in each turn.

• **Strike:** The attacker rolls Physical; if successful, he strikes the target. The combatant being attacked may dodge automatically (also Physical), but that expends his action for the turn. If a character dodges, the attack and dodge rolls are handled as a contest; on a tie, the attacker strikes the target.

• **Grab:** The attacker rolls Physical; if successful, he grabs the target. The attacker may inflict damage automatically in each turn thereafter, and the defender is trapped until he successfully strikes and inflicts damage on the attacker. The combatant being attacked may dodge automatically (also Physical), but that expends his action for the turn. If a character dodges, the grab and dodge rolls are handled as a contest; on a tie, the attacker grabs the target.

• **Dodge:** Dodging actively takes an action — the dodging party may not counterattack that turn. However, the dodging combatant gains +2 to his Physical roll to avoid the attacker's blow. If the dodging defender beats the attacker's successes, he gains the initiative next turn!

Ranged Combat

To conduct ranged combat, the psion must have an object to throw or a gun. The psion may throw an object or fire one shot in each turn.

• **Strike:** A strike takes place at long, medium or point-blank range. Strikes made at long range require three successes; at medium range, one success; and at point-blank range, not only does the attacker need only one success, he gets to roll an extra die! (However, at point-blank range, the defender has the option to enter into hand-to-hand combat with the attacker!)

• **Dodge:** A defender may dodge as described under Hand-to-Hand combat, though a successful dodge does not automatically give the defender the initiative in the next turn. A defender may also execute a running dodge. A running dodge takes an entire action, and the defender does not gain any bonuses to his Physical Trait. However, he automatically closes the gap between himself and the attacker by one range level (i.e., if he was at long range, he is now at medium range).

• **Straight Run:** A defender may decide to simply charge the attacker. This takes an entire action, and the defender may not defend against the attacker's shot. However, the defender is in hand-to-hand range automatically at the end of the turn.

Damage

Like combat, damage is divided into two main types: hand-to-hand attack damage, and ranged attack damage.

If the attacker hits with a hand-to-hand attack, he inflicts a number of Health Levels of damage equal to his Physical Trait, or (if using a weapon) equal to his Physical Trait + 1.

Damage from a thrown object inflicts a number of Health Levels equal to the attacker's successes on the strike roll + 1. A pistol inflicts a number of Health Levels equal to the attacker's successes on the strike roll + 3. Ship-scale weapons inflict a number of Health Levels equal to the attacker's successes on the strike roll + 6.

Soak: An injured psion may make a standard Physical roll. If it succeeds, he takes only half-normal damage rounded up (minimum of one Health Level).

Pursuit and Chases

Sometimes characters will want to chase other characters. Chases are resolved as is Initiative, based on the following chart:

Highest Physical

Highest Mental

Example: Clive the Legionnaire is chasing an Aberrant. Looking at the chart, the Storyteller sees that Clive's Physical Trait is 4. The Aberrant's is 3. Clive catches up to the Aberrant.

Social Interaction

There's much more to a psion's existence than fighting Aberrants and criminals. Subtle social maneuvering can often accomplish more for a psion than blazing away with a weapon can. Indeed, the social intrigues that exist in the 22nd century are often more fascinating than a straight up firefight. Characters may resolve social challenges in several ways; a few are listed below.

• **Intimidation:** The psion may try to intimidate his target through physical threats (use the Physical Trait), social coercion (use the Social Trait) or verbal bullying (use the Mental Trait). The victim may resist with his Willpower Trait. The highest roll wins.

• **Leadership:** The psion may issue commands, but the player must make a Social roll to convince a hesitant target. If the target is inclined to disobey, he may make a Mental roll to resist. The highest roll wins.

• **Seduction:** The psion's player rolls Social. The party being seduced uses Willpower to resist. The highest roll wins.

Technology

Technology in the 22nd century derives from two sources: physical manufacturing processes (or hard technology) and organic manipulation (or biotechnology). Although each type involves strikingly different development and construction techniques, many devices from each form of technology have similar functions.

Technology, whether biological or hardtech, is manufactured, sold and bought like any other physical resource, and form the backbone of much of 22nd-century commerce.

The following are a few samples of the technology available to psions in 2120.

Weapons & Armor

Banji Cyclone Autopistol: A light polymer sidearm, the Cyclone fires 9 mm solid projectiles. Standard clip contains 16 rounds.

Orgotek Wasp 11 Pulse Laser: This biotech laser pistol has an organic energy battery that can store up to 30 shots.

Aris SureSting Flechette Pistol: This pistol is favored in space, since the high-velocity ceramic darts it fires are much less likely to cause a hull breach. Each clip contains 15 darts.

Fiberweave: An organic reinforced weave lining added to normal clothing. This biotech armor adds one to your character's Soak.

Flak Jacket: This polymer-weave jacket offers protection against anything from a knife to a laser. The jacket adds two to your character's Soak.

Ground & Space Vehicles

Orgotek Hummingbird: This sleek biotech hovercycle combines a lightweight yet sturdy organic frame with an efficient hardtech turbine system.

Porter-Andersen Zenith: Sleek and stylish, the Zenith is a top-selling North American four-seat wheeled sedan.

Bakuhatsu E-15 Fighter: This orbital fighter craft seats a pilot who steers the craft, and a gunner who operates the ship's heavy laser cannon.

Banji Raven 11: This small space transport seats four in the cockpit, with a 50-cubic-meter cargo bay. The Raven can be outfitted for passenger duties instead; converting the cargo bay makes room for up to 20 passengers.

Orgotek Locust Fighter C: The single-occupant Locust combines hardtech propulsion systems with a bio-organic chassis, creating a powerful and highly responsive spacecraft. The Locust comes equipped with dual laser cannons.

Aberrants

This short pamphlet cannot describe Aberrants adequately. They are the most shocking creatures imaginable, horrific, once-human monsters with little or no morality or remorse. They have the ability to manipulate the very fabric of reality in ways psions cannot even comprehend. Although Aberrant abilities aren't based on psionics, many of the effects are similar.

Aberrants aren't bound to one type of power manifestation. If a Storyteller has the characters meet an Aberrant, he should feel free to give it any of the listed Aptitudes — even more than one! An especially creative Storyteller could even create new powers for the Aberrant.

Story Ideas

These are a few ideas for stories. Not all of them will suit every group, but feel free to experiment with them to achieve the ends you desire.

· **Aberrant Assault:** A routine psion patrol of the Asteroid Belt turns deadly when the team stumbles across a mining station that's been overrun by Aberrants. Rather than kill the hostages outright, the Aberrants hold the miners hostage. It's possible that the mining station uncovered something important. How will the team resolve the situation?

· **Dark Matters:** The team is sent in a jump ship to investigate one of the lost extrasolar colonies. They discover the colonists, safe and well, but the humans refuse aid and insist that their would-be rescuers leave. The jump systems take longer than expected to restore power, leaving the team stranded and forced to deal with increasingly hostile colonists. The colonists behavior could be due to Aberrant masters, or because they're under the influence of an unknown organism. Perhaps they've discovered a valuable resource or alien race, and fear that the Earthers will jump their claim.

· **Earth Siege:** Aberrant attacks in near space and on Earth increase. Clairsentient scans uncover what seems to be an Aberrant base hidden in our solar system. Psions prepare an offensive against the base, but the team learns that Aberrant-sympathizers are planning to sabotage the attack. Can the team find the saboteurs in time?

· **Founding Fathers**: Homesteaders in North America's ravaged lands are subjected to military crackdowns. The citizens seek to secede from the Federated States of America. Orgotek seems to be supplying the "rebels" with supplies and materials, while the Æon Trinity takes an officially neutral stand. Although part of the Æon Trinity, the psions probably have personal loyalties in this situation — to the FSA, to the homesteaders, or even to Orgotek. How do the characters reconcile their loyalty with their orders to stay out of the conflict?

Sample Adventure: Rogue Psions

This short adventure set in the **Trinity** universe is meant to give you a taste of this exciting new science-fiction setting as well as serve as an introduction to the fun of roleplaying. Those of you familiar with roleplaying should still enjoy the adventure, but new and old roleplayers alike are welcome to come up with their own stories to tell.

Premise

In this adventure, a pair of psions strike out on their own. While independently operating psions are not uncommon, these two are using their powers purely for personal gain. Their mercenary attacks have culminated into the high-jacking of a lunar-bound shuttle. Your psion team, on a routine transfer from the Moon to a nearby orbital station, is the closest to the shuttle. The Æon Trinity, the liaison for the psi orders, contacts you and directs you to intercept and board the shuttle and subdue the rogue psions.

How This Works

You need at least two people to play through this scenario, although we recommend between five and seven people. One person is the Storyteller, and all the rest are players. Each player needs to create his own psion character; simply follow the rules described in the section on character creation. Players may photocopy the character sheet and use it to note their characters' Traits and personal information, or simply use a piece of paper. The Storyteller doesn't need to create a character. His job is much tougher: He gets to run the adventure.

If you're only planning on playing through this scenario, *stop reading now*! This information is to help the Storyteller run the adventure for you — you don't want to spoil any surprises, after all.

The Storyteller

This adventure is written with new Storytellers in mind. The scenario itself is fairly straightforward, but should provide enough suspense and action to entertain you and the players. Situations in the adventure that call for a dice roll are noted clearly.

As with all Storyteller games, though, these rules are merely guidelines to assist and arbitrate the story. In the end, you should use your own best judgment to make the game fun for everyone.

While this scenario follows a set progression of events, players are notorious for not following the same agenda. Don't be surprised if your players decide to pursue a course of action not outlined in the adventure. Since this story isn't very complicated, the chance of players heading off track is slim. If you find them drifting from the plot, though, steer them back gently with the timely intervention of a supporting character, chance event or other Storyteller caveat.

Each section includes an italicized introduction that is meant to be read aloud to the players. These vignettes serve to set the scene for them. You can paraphrase the other parts of the text in the course of the story.

Establishing the Mood

This scenario is filled with tension. Try to convey this as best you can. Turn down the lights a bit; read the Setting sections in a dramatic voice; use mood music (the score from *Star Wars* or *Babylon 5* works just fine) — in short, try to make the players feel like they're really there.

The Initial Approach

The Trinity contacts your team while you're en route from Luna to China's Lulong *orbital station. Two rogue psions — Werner Kent and Enya Urich — high-jacked the* Dawn Rose *Earth-to-Luna shuttle. The shuttle's pilot was able to send this alert, but beyond that, the Trinity doesn't know the situation. It seems likely that the pair doesn't know the alert was sent, since the shuttle is still following its normal course. As the psions closest to the* Dawn Rose*'s route, you're directed to intercept the shuttle and board it without alerting Kent and Urich, then subdue the terrorists.*

The rogue psions show a flagrant disregard for the law and for the safety of innocents. They don't even have a political agenda; instead, they're available for hire, and their only motive is wealth. Aside from the pain and suffering they've caused their victims, the rogues bring shame to all that the psi orders and the Æon Trinity represent. The Trinity, therefore, stresses how important it is that the team stops the rogues.

The team must fly in behind the *Dawn Rose* and approach it from the rear (the character piloting the rescue craft makes a standard **Physical** roll), to avoid alerting the high-jackers of their approach. Once there, it's a matter of matching speeds (another standard **Physical** roll) and docking with the shuttle's rear emergency hatch (a **Physical** roll requiring two successes).

After docking, the psions must access the *Dawn Rose*'s systems to pop the emergency hatch. There's a computer panel next to the hatch that a character can hack into (**Mental** roll requiring two successes). If there's an electrokinetic in the group, he may use his Interface power (standard **Willpower** roll). Once in the system, it's quite simple to open the hatch and enter the shuttle's cargo hold.

On Board

You find yourself in a large cargo hold. Security lighting illuminates the chamber, and the assorted storage bins and cargo palettes throw dramatic shadows. Looking

above the cargo, you see two access hatches in the ceiling, one near you at the back of the craft, the other over halfway along the ship's length. The only sound you hear is the vibrating hum of the shuttle's engines.

The rear hatch opens on the *Dawn Rose*'s maintenance and food preparation area (see *Rear Hatch*); the forward hatch opens in a maintenance alcove between the ship's first-class and coach sections (see *Mid Hatch*). No rolls are needed to open the hatches. However, unless the rescue team is quiet (standard **Physical** rolls), the thugs and Urich will hear them coming. If so, the terrorists will order them to surrender, to use as more hostages; if the psions resist, the bad guys will attack (go to *Attack!*).

If the team is quiet, they can slip into the main cabin area. They can then attack any thugs near the hatch by surprise.

If one of the characters is clairsentient, he may use Sensory Projection (standard **Willpower** roll) to scan the ship and find where the terrorists are located even before leaving the cargo hold. If one of them is a telepath, he may use Mindscan (standard **Willpower** roll) to locate people — the player must roll at least three successes to sense the violent intent in the terrorists' minds, and therefore know their exact location. This way, the rescue team can get the jump on the terrorists much more easily.

The best bet is for some of the rescue team to enter from one hatch and advance while the other psions wait at the other hatch, popping out later to engage the terrorists from behind. You might want to have one of the characters "figure" this out if the players get bogged down discussing options.

Rear Hatch

The panel slides back; you climb up into a narrow area that runs the width of the shuttle. Behind you comes the much louder thrum of the craft's engines; you see a locked hatch on the back wall with a sign "Crew Admittance Only." Opposite this hatch is an open entryway leading to the shuttle's coach section. Next to you are a number of maintenance panels, including one with the standard first-aid cross and another with the emergency gear symbol. At the other end of this corridor, you see a variety of food preparation equipment.

Mid Hatch

The panel slides back; you climb up into a narrow alcove that opens into the corridor between the shuttle's coach and first-class compartments. The ship's main-exit hatch is directly across the corridor on the far wall. Next to you are some maintenance panels, including one with the standard first-aid cross and another with emergency-gear symbol.

Either or both of these places are perfect spots to put thugs. Unless the rescue team takes out the terrorists quickly, the noise of combat will send the passengers into a panic and bring the remaining terrorists quickly (first Urich and any other thugs, then Kent). The first-aid and emergency gear may come in handy later to fix up passengers, terrorists or the rescuers themselves.

Attack!

In the coach section of the ship's cabin, you face figures wearing standard vacuum environment suits and carrying flechette pistols. They don't look at all happy to see you, and advance toward you with deadly intent.

This is a combat situation; refer to the rules on combat to guide you through appropriate rolls. Again, the exact number of thugs depends on the team's total number, as well as if they've dropped one of the terrorists already. One of the thugs they face in the main cabin is Enya Urich; while she wears the same suit as the rest, she stands out as the only woman in the group. Feel free to make them think Kent's there, too (actually, he's in the cockpit!).

Have the players make standard **Mental** rolls to remember they're on a ship in deep space — slugthrowers and laser weapons have a good chance of blasting holes in the craft's exterior bulkhead! The psions must rely on hand-to-hand combat, psionic powers and flechette guns (if they have them) to subdue the terrorists.

Unless the psions surprised the terrorists, Urich has time to grab a hostage. She'll demand that the team surrender. If the characters try an obvious attack against her, she'll shoot the hostage, and in her next action, throw the body at the first attacker. If other rescuers were lying in wait, they can grab Urich from behind. Urich's write-up is listed at the end of the adventure.

Storyteller

Although Kent and Urich are the focus of the players' mission, the two rogue psions aren't on the ship alone. Include one hired thug for each player's character in this scenario. (So if you're running this for three players, you'd have three thugs in addition to the two rogues.) These other terrorists are normal humans. You'll want to place the thugs out on different parts of the ship — near the hatches to the cargo hold and/or in the coach and first-class sections are the best spots.

Statistics for these thugs are listed at the end of the adventure, after those for Kent and Urich.

Surprise!

Flechette rounds suddenly stitch a nearby wall. Looking up the corridor, you see another figure in a vacuum suit and wearing a bulky pack emerge from the cockpit, holding the pilot hostage. This terrorist must be Werner Kent; one of his hands has been transformed into a giant claw that grips the hostage by the throat, and in his other hand he points a flechette pistol in your direction. "You're not taking me in!" he yells. "I'd rather die in space than be captured! Surrender now!"

Kent has been in the cockpit the entire time. When he heard the fighting in the corridor, he shot the co-pilot, grabbed the pilot and triggered the timer on the bomb he'd brought with him. Kent plans on blowing out the emergency airlock next to the cockpit and making his escape. He can seal his vacuum suit and use the thruster pack on his back to head for Luna. It's a long trip, but as a biokinetic, he can last a while without sustenance, so he's willing to take that chance.

Kent figures the psions will be too busy dealing with explosive decompression and a time bomb to worry about him. He's probably right, unless the team can stop him before he blows the hatch. It will take him one turn to get to the hatch and another turn to trigger the emergency release. After that, he'll be sucked out (along with a number of hostages) and away. It takes one turn to reach Kent; if a psion engages Kent in hand-to-hand combat, he won't be able to open the airlock.

If the players are indecisive, have the pilot yell, "He's going to blow up the ship!" Kent will slash the guy and head for the airlock, but this should spring the team into action.

If Kent gets out the airlock, it takes four successes on a **Physical** roll to close the hatch without being sucked into space (a psychokinetic character may use Remote Manipulation to do this from range, in which case he needs only three successes on a **Willpower** roll). Whatever happens to Kent, the bomb must be defused; the characters have four turns once they find it in which to do so. It requires three successes on a **Mental** roll to stop the timer, or two successes with **Willpower** if the character uses Interface. Characters may cooperate on these attempts to get the required number of successes.

Unless there's a vitakinetic among the rescuers, the pilot will die if Kent slashed him. (The vitakinetic can use Mending to stabilize the pilot on a standard **Willpower** roll.) If the pilot dies, one of the characters must take the shuttle the rest of the way to Luna, while another character detaches their ship and follows them in.

If Kent gets through the airlock, he gets away; a single man in space is hard to find easily, and the characters' first priority is making sure the passengers are safe. Even if Kent does get away, the team did a great job and will be commended upon their landing on Luna (although this praise may be somewhat subdued, depending on how many hostages were killed in the process).

Character Templates

Werner Kent

Physical	4
Mental	3
Social	1
Willpower	4

Order: former Norça

Aptitudes: Metabolic Efficiency, Biosynch, Body Sculpt

Health Levels: Light, Light, Medium, Medium, Serious, Serious, Critical and Dead

Gear: Vacuum environment suit (adds one to Soak), Aris Flechette Pistol, Thruster pack

Enya Urich

Physical	3
Mental	3
Social	2
Willpower	4

Order: former Æsculapian

Aptitudes: Mending, Passive Voice, Contusion

Health Levels: Light, Light, Medium, Medium, Serious, Serious, Critical and Dead

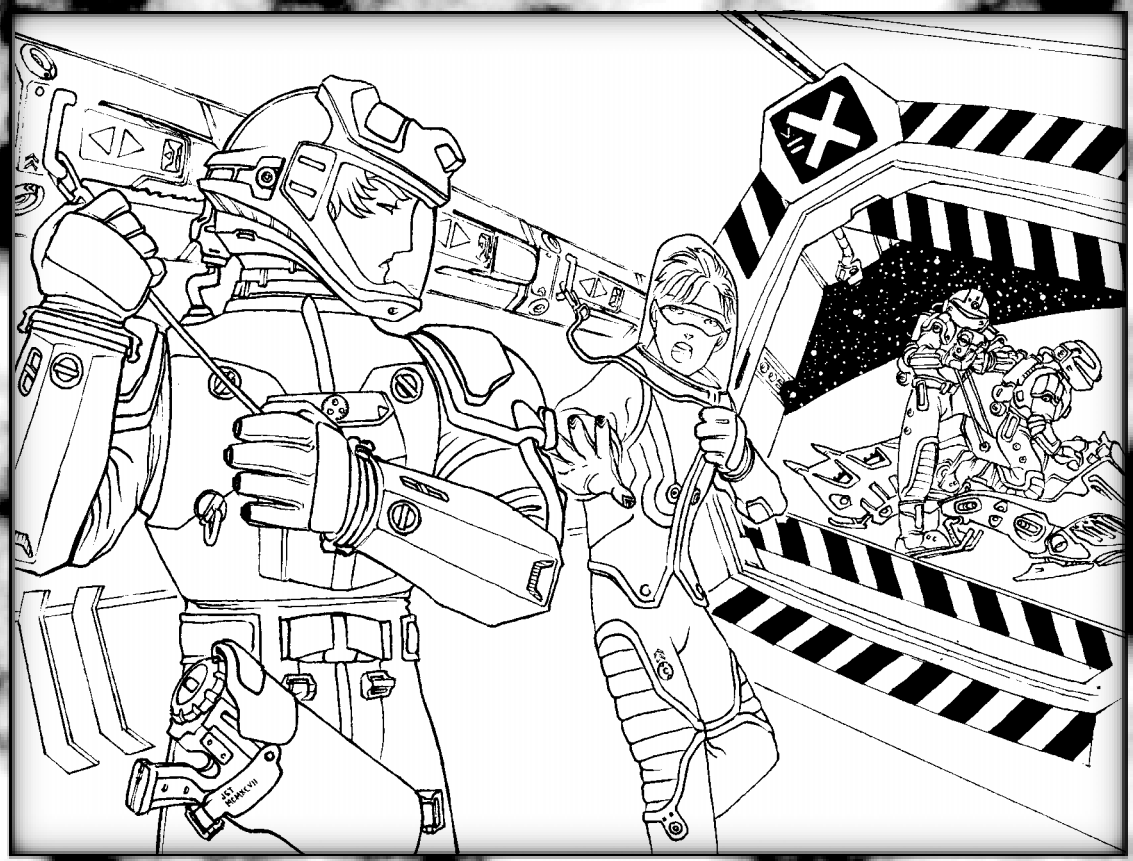
Gear: Vacuum environment suit (adds one to Soak), Aris Flechette Pistol

Thugs

Physical	3
Mental	2
Social	2
Willpower	1

Health Levels: Light, Medium, Serious, Dead

Gear: Vacuum environment suit (adds one to Soak), Aris Flechette Pistol



RIOT
HOPE SACRIFICE UNITY
GLENN FABRY

TRINITY release schedule

November 1997 — **Trinity**

The battle begins with the release of the **Trinity** core rule book.

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While the core rule book is all that you need in order to play, each of these supplements adds depth to the **Trinity** universe, and presents new information in the ever-unfolding story of the battle across the stars.

January — **Hidden Agendas: Trinity Storytellers Screen & Book**

A screen and book that contains expanded information on the **Trinity** universe and an introductory story that kicks off the ongoing Darkness Revealed adventure series.

February — **Darkness Revealed: Descent into Darkness** - Adventure book 1 of 3

The indigent are disappearing from Lunar slums. Investigations reveal a grim possibility: members of two psi orders may not only know about it — *they may be behind it*.

May— **Trinity: Luna Rising - Psi Order ISRA and Luna Sourcebook**

What would it be like to see across the galaxy? Enter the universe of the clairsentients. Discover the secrets of these visionaries and explore their home base, the Moon.

May — **Trinity Dice**

Humanity has reached the next stage of evolution. Now you can evolve your **Trinity** game, too, with these ten, 10-sided dice and carrying bag.

June — **Trinity Technology Manual**

The **Technology Manual** describes an incredible array of devices, from palm-sized minicomps to deep-space freighters, repeating lasers to vocoders to new and unique biotech.

August — **Darkness Revealed: Passage Through Shadow** - Adventure book 2 of 3

The fear that psions may be conducting experiments on living humans throws the psi orders into disarray. Will this conflict reveal the fate of the vanished teleporters?

September — **Trinity: America Offline - Psi Order Orgotek and North America Sourcebook**

Orgotek controls both the electromagnetic spectrum and one of the most powerful corporations in the world economy, all from their base in the once-mighty content of North America.

December — **Darkness Revealed: Ascent into Light** - Adventure book 3 of 3

Tempers flare and truths are uncovered as humanity faces a massive assault from beyond the stars. Can the psions unite against the greatest danger humanity has ever faced?

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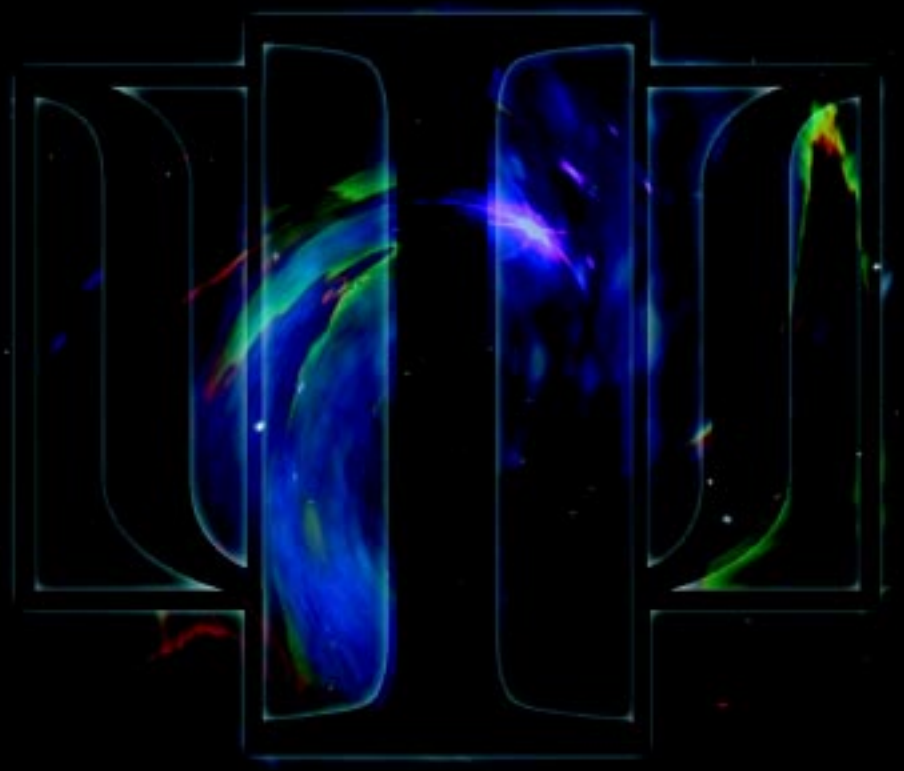
A BATTLE RAGES ACROSS THE STARS. YOU ARE THE WEAPON.

Set 120 years in the future, **Trinity** takes place in a time when humankind is beginning to understand its greatest potential – psi, the raw power of the mind. And yet at the dawn of a new era, humanity must face a horror from its past – the return of its prodigal children, the Aberrants.

Unbelievably powerful mutated humans who left Earth a half-century ago, the Aberrants are now obsessed with regaining their homeworld. Inbreeding has worn away any resemblance the Aberrants bear to humanity, and has resulted in powers exponentially greater than that of the Aberrants who left Earth half a century ago.

With conventional technology unable to withstand the Aberrant skirmishes, and the psionic orders scattered across the globe, planet Earth seemed doomed. That is until an almost unknown organization called the Æon Trinity extended a hand from the shadows. Æon united the orders into humanities first line of defense.



And thus it begins. You fight the Aberrants at home and in the heavens. You encounter races born of the stars. You strive to discover the lost colonies of man. You are the future of humanity, and the laws of nature bow to your whim.

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